Information about clues:

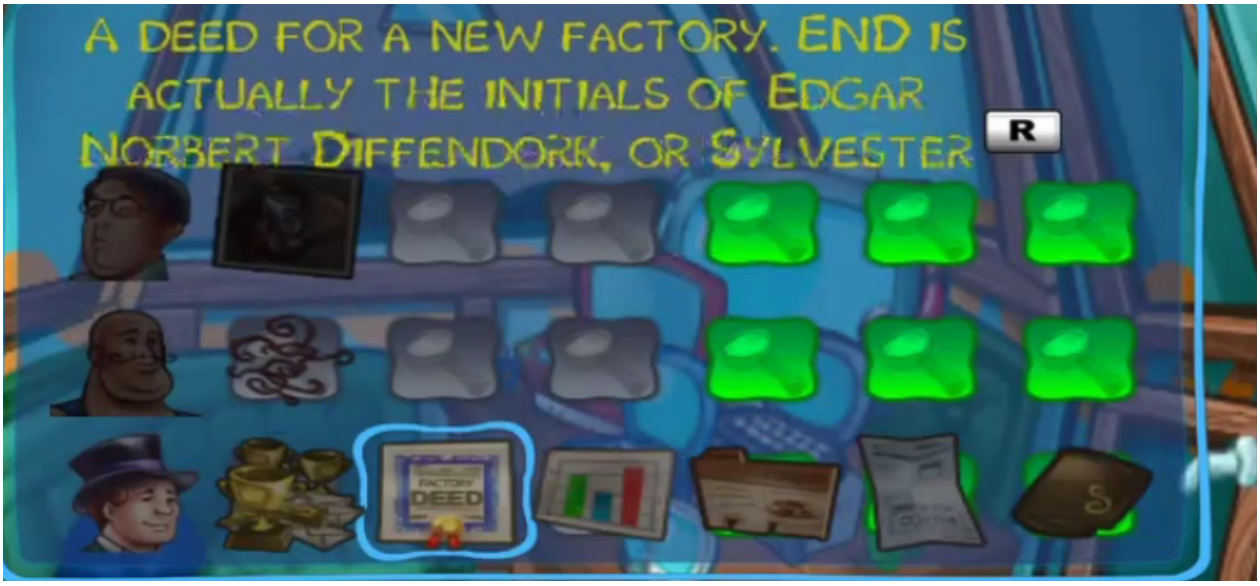
- In this game, Clues are necessary for completion of each stage. Generally, you'll need all the clues to accuse the victims. However, the victim is randomized every save file, therefore clues spawns are also randomized. There is a partial manip however.
- There are 2 levels in the game where the solutions are guaranteed no matter which RNG seed you are on, being Haunted Hotel and Wolf's End Lodge. The other 3 levels can have multiple solutions based on the RNG seed.
- Currently, there is no way to control the RNG manipulation for Sugar Land, Airfield, and Ocean Land, but if you have a specific clue set in one stage, then the clue sets for other stages will be exactly the same pattern.
- To accuse victims, in Worlds 1-4, you need at least one silver clue for each suspect, and then 3 green clues for the suspect you are accusing. You only need to analyze the exact clues shown in the picture to proceed. Analyzing the other clues is unnecessary. In Haunted Hotel, the victim and clues are exactly the same in every seed. In Wolf's End Lodge, you need to analyze 3 silver clue and 3 green clues for the specific victim. The victim in Wolf's End Lodge is the same every time.
- You don't have to accuse the correct victim. Even if you accuse the wrong person, the game will still proceed to the Trap level.

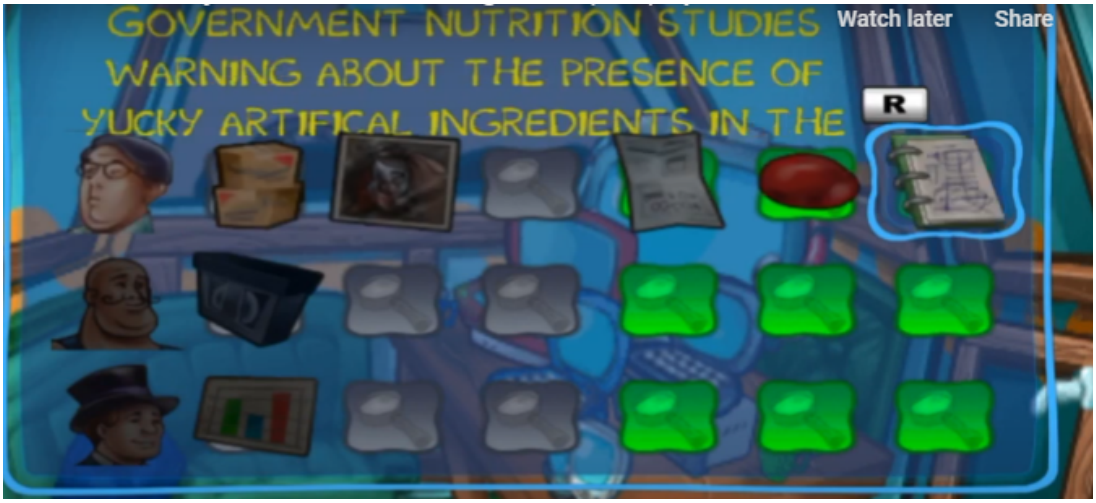
Haunt Hotel Solution

Follow manip path in video. Collect all 5 clues in Driving, 4 clues in Mansion, and 6 clues in Chase. Then analyze these exact 6 clues.

Sugar Land

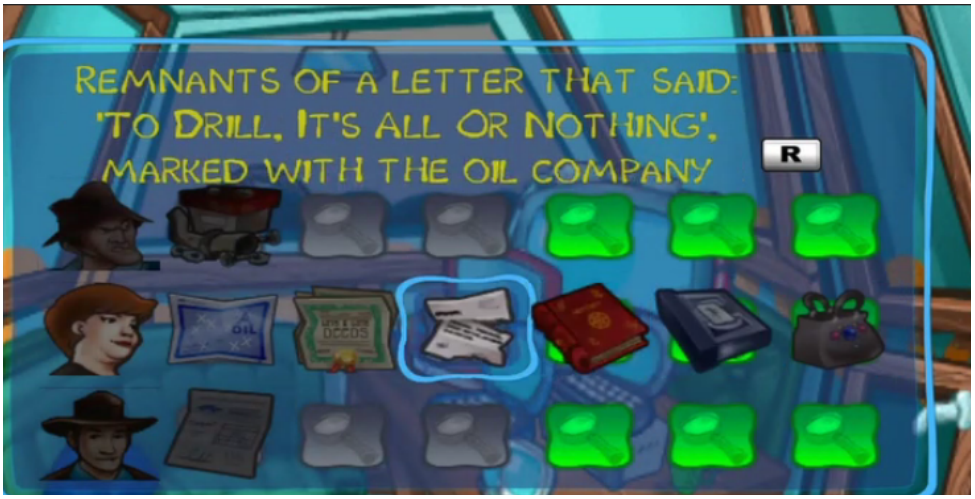
Collect every clue in every stage. Below are possible solutions.





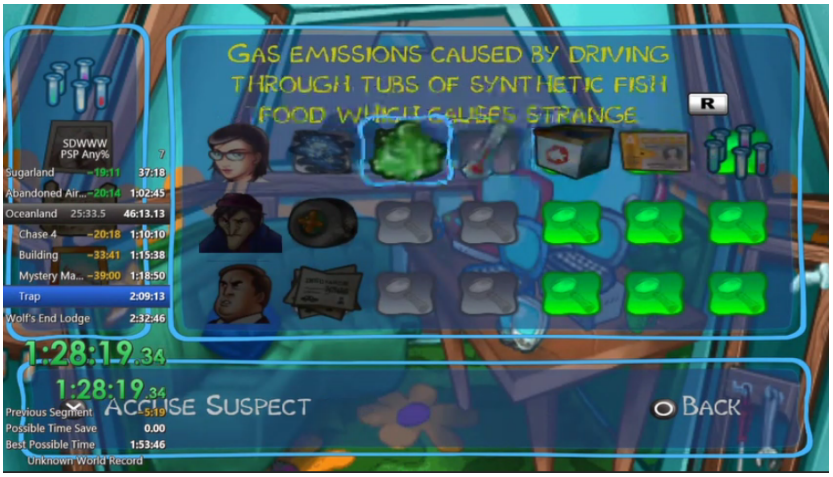
Airfield

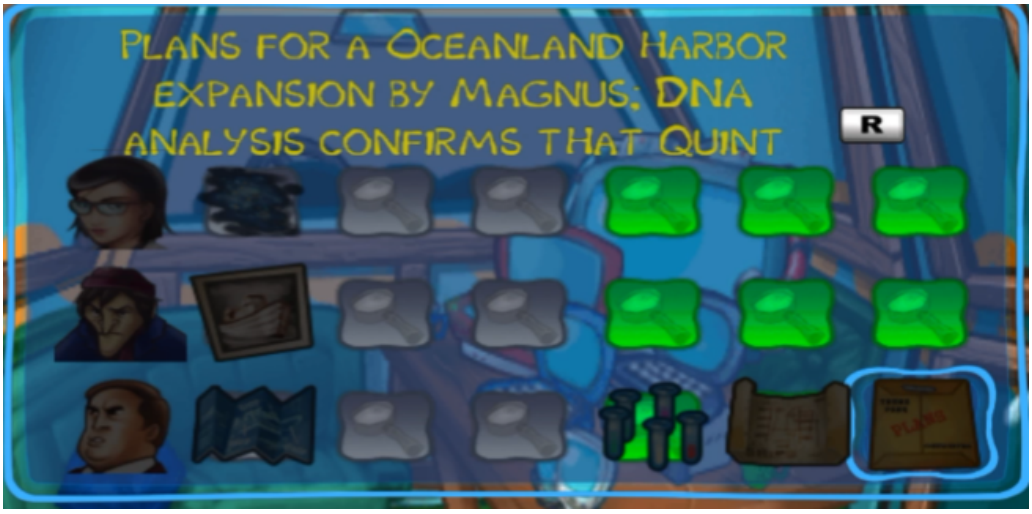
Collect all clues in every stage. Below are possible solutions.

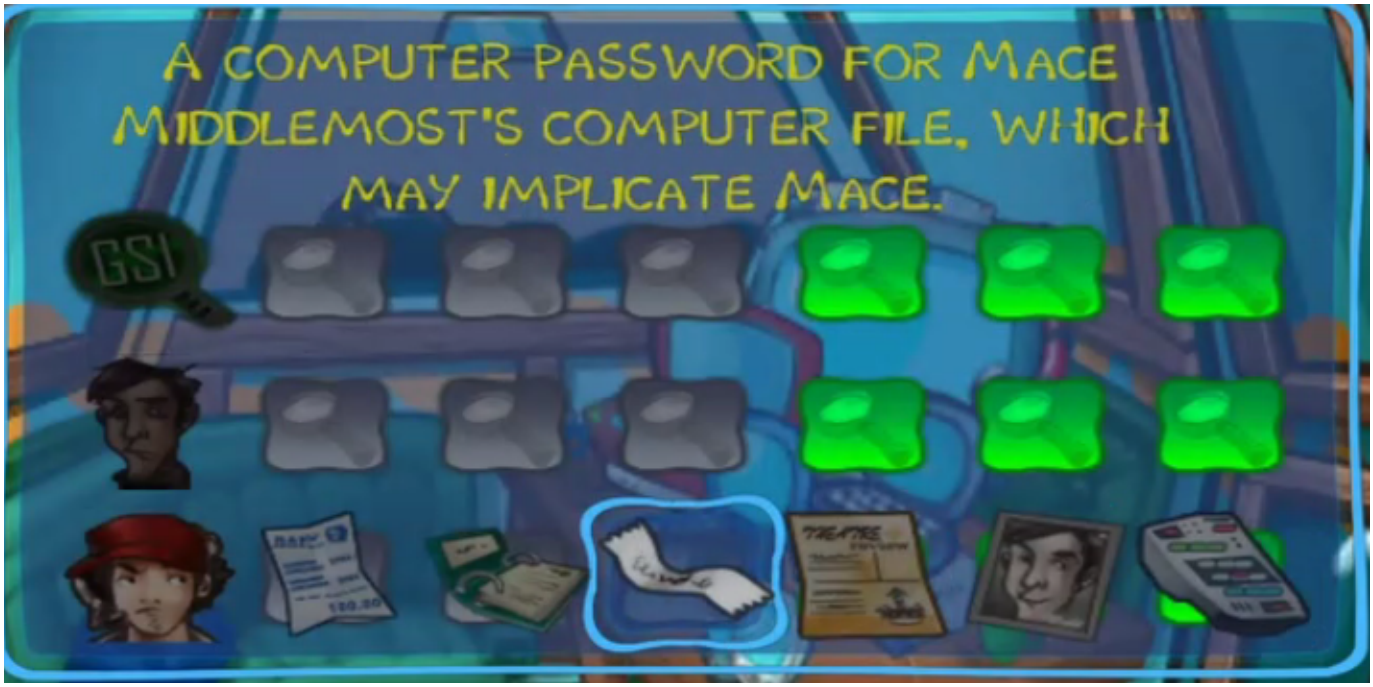


Oceanland

Collect 4 clues in Red beard platforming (preferably before RBS section). Then all clues in chase and vehicle. Below are some possible solutions.





Wolf’s End Lodge:

Collect all clues in each stage, and analyze these exact 6 clues. This is the only stage where you need 3 clues for the individual, and then 3 green clues.